

A vibrant border of stylized tropical leaves in shades of red, orange, yellow, and green surrounds the central text. The leaves have a hand-drawn, textured appearance.

DANDELOOO
presents

Bitriz

2D SERIES
COMEDY/CARTOON
78 x 7
TARGET 4-8

PITCH

At the *Sunny Day Mall*, every day is the same! As soon as the shopping centre closes, the Bitkiz **MIA**, **PETE** and **AL**, potted plants, wake up and have a blast, leaving a big mess behind them! But **BISCOTTE**, the mall's guard dog, is ready to do anything to maintain order and weed these bad seeds out forever!



CONCEPT

Have you ever imagined what it would be like to spend the night in a huge shopping mall? No one to bother you... Wandering between the attractions, the food outlets and shops. A dip in the pool, followed by a milkshake, and then why not some sticky candyfloss while riding the roller coaster? A spin around the ice rink? A film in 4D? Or how about a turn on the bumper cars, a meal in a restaurant, a shimmy up the climbing wall and a session in the spa?... You won't need a night, but a month, a year, a lifetime to explore every corner of the beautiful *Sunny Day Mall*, standing like a beacon in the middle of the desert!

This universal fantasy is an everyday reality for the Bitkiz: **MIA** (10), **PETE** (10) and **AL** (11), who live in the WILD WIDE GARDEN, the big garden centre attached to the *Sunny Day Mall*. Having slept peacefully during opening hours, as soon as the mall closes its doors, the plants wake up and live their self-sufficient, laid back life, as though in a small campsite where everyone knows each other. The plants' day is punctuated by leaf-weaving workshops, fertiliser baths, yoga to soften their trunks and relaxing in the sun. In short, a daily routine that **MIA**, **PETE** and **AL** find downright boring. They prefer to sneak out and have fun in the *Sunny Day Mall*: pizza parties in the show kitchen, free hoverboard rides, improvised acrobatic sessions, diving contests, unlimited shopping... nothing can stop them when it comes to creating havoc!

Nothing? Well, there is someone who would like to try: **BISCOTTE**, the security guard's dog, who keeps a watchful eye out from the CONTROL TOWER. Unlike his master, a died-in-the-wool slacker who spends his time sleeping, Biscotte is obsessed with maintaining order. The last in a famous line of guard dogs, Biscotte wants to follow in the footsteps of his ancestors. But unfortunately, his body is only 1% muscle. To compensate for this cruel fact, he employs the infinite possibilities offered by technology, in order to re-establish order and achieve his Machiavellian plan: to expel the three Bitkiz - the only obstacles to his glorious recognition- from the mall so that they dehydrate in the desert!

Between chases, gags, gentle humiliation, half-baked stratagems and fantastic games, the Bitkiz make fun of Biscotte, who adds, at his own expense, much more spice to their adventures!

CHARACTERS



MIA : Cactus – 10 years old – the leader – don't rub her up the wrong way!
"Everyone needs help, especially those who don't want it"

Mia is the only cactus in Sunny Day and the only girl in the group. But this doesn't stop her from holding her head up high. Hyperactive and caring, she always wants to help others. Unfortunately, she always goes about it the wrong way and often makes the initial situation worse. Despite this, she is never gives up and always comes back to the charge. Because when Mia wants something, she gets it. For her: there's no such word as impossible!

Special characteristic: she unintentionally shoots prickles everywhere when she sneezes.



PETE : Boxwood - 10 years old - the squealer - the antithesis of courage
"I swear mum, it's not my fault! They made me do it!"

Pudgy, lazy and asthmatic, Pete is a mummy's boy addicted to sweets. He's the only one to have a smart-phone and loves to find crackpot solutions on the worst forums on the internet, while bragging about his scientific knowledge. Always ready to have fun with Mia and Al, he will often push things to the limit – and beyond, just to see how far they will go! On the other hand, as soon things start to go wrong, he runs away or denounces his friends rather than accept punishment.

Special sign: when he blushes, lots of little buds grow on his face.



AL : Palm tree - 11 years old - the dreamer - a head full of tumbleweed
"It's going to be the best day of my life!"

Al has skipped a grade and is therefore a year older than his classmates. Dreamy, gullible and totally stupid, Al is always ready to lend his energy and legendary kindness to anything and everything. Totally out to lunch 99% of the time, he is the unwitting butt of his comrades' jokes and serves as their punching bag and guinea pig. It's impossible to know if his IQ is very low or very high.

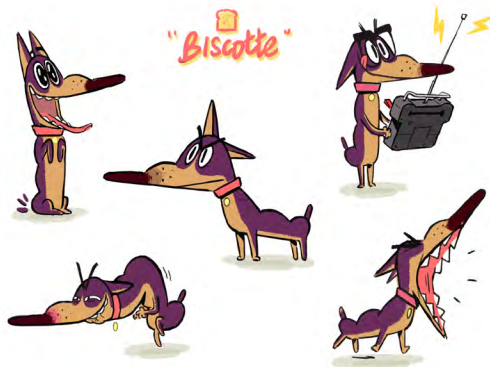
Special characteristics: thinks that he has laid an egg when one of the coconuts in his hair falls off.



THE OTHER BITKIZ

Mia, Pete and Al are not the only plants in the mall. There are a lot of other characters in the Wild Wide Garden, starting with their parents, followed by the deadly boring campsite activity leaders, grumpy old grandpas that have never been bought, neighbours, other children, etc. In short, it's a whole world that wakes up and only finds its moment of glory at the beginning of each episode, often to frustrate Mia, Pete and Al in their attempts to escape!

NOTE ABOUT THE BITKIZ : the Bitkiz are talking plants that walk and go to the bathroom just like any human. On the other hand, instead of eating chocolate-flavoured ice cream, the plants eat compost ice cream, drink fertilizer cocktails, have no acne pimples but buds, and no trousers or t-shirts but pots that looks like clothing. In short, every element of human life is reinterpreted in their happy plant universe.



AKA **BISCOTTE** (thought up by himself, for himself, inspired by a TV show that his master watches)

REX : Guard dog - 3 years old - a printed circuit board by way of virility

"Order, rigour and kibble! But especially order."

He tells everyone that his name is Rex, but his real name is Biscotte (the Bitkiz regularly tease him about it). The youngest member of his line, short and pale, BISCOTTE is the ugly duckling of the pack. While the rest of his family, who are big, muscular dogs, have become guard dogs for the army, he has ended up in this dreary mall, saddled with a narcoleptic master. This doesn't mean he loses hope, because Biscotte has a lively brain that allows him to tinker with unusual technological inventions! With this ability, he dreams more than anything in the world to win, like the rest of his family, the most prestigious title of all: BEWARE OF THE DOG!

Biscotte is also a dog... and like any good dog, it only takes a bone, a stroke or a frisbee to get the better of him. The Bitkiz know how to take advantage of him. As a result, Biscotte never manages to keep order in the mall. Every morning, when Sunny Day opens its doors, he is blamed for the disorder that the BITKIZ have caused.

His master: Biscotte's master is the Sunny Day security guard. Extremely lazy, he spends his time watching Love's Fires on TV or sleeping while snoring loudly. In front of his master, Biscotte has to be good, bring the newspaper and his master's slippers and bark nicely at his name. But as soon as his master closes his eyes or turns his back, Biscotte changes and becomes the famous Rex!

Special characteristic: has a pet flea in his fur, which he sometimes uses as a spy.

THE MALL

The *Sunny Day Mall* is massive! Aside from the plethora of shops and restaurants, this mall is above all an incredible potential playground, containing an amusement park with its famous Big Eight rollercoaster, a pirate whirlpool and haunted house, a gigantic supermarket selling every product imaginable, an aquatic centre with a wave pool, diving board and giant slide, a cinema, a philharmonic concert hall and an arcade with gaming terminals and other entertainments of all kinds. In short, there is no limit to the possibilities on offer! Just like Disneyland, the mall is home to things that are far beyond our imaginations!

In the basement, there are also less fun places, such as the parking lot, which is home to BOX, a tramp who is half-flesh and half cardboard. He is the only human with whom Mia, Pete and Al dare to speak. But he's so crazy that he takes the BITKIZ for aliens.

There is also an abandoned wing of the old mall. Rather creepy and poorly lit, only succulents grow at this level. It's like a ghetto in the Mall, to which the Bitkiz only venture into when they have to.



And then, standing apart from the mall but still connected by a long corridor, there's the pretty little cocoon of the Bitkiz community:

THE WILD WIDE GARDEN

A big greenhouse, where the sun's rays come to tickle the pretty leaves of all the plants. Every night, the place turns into a big campsite, in which the Bitkiz take it easy, while participating in community life. They're not allowed to leave the garden, as they might then be spotted by humans or die of thirst. Anyway, why risk the impossible when they have everything they need right here: automatic showers, compost ice cream cones, unlimited fertilizer... in short, a true paradise! The only problem is the shears, clippers and other objects of torture sometimes featured in ads that the Bitkiz take for terrifying horror films.

And lastly, in the middle of the *Sunny Day Mall*, inside the 5-metre statue of the mall mascot, Sunny, a big bear with a big heart on his chest, is Biscotte's famous laboratory:

THE CONTROL TOWER

A classic lair for an evil villain! There's a large seat in front of a desk, dominated by a wall of giant surveillance cameras, allowing Biscotte to see what's going on in every corner of Sunny Day. There are also printed circuits of all kinds, an operating table, a lab bench, a white board annotated with mathematical formulas, and even a welding workshop! In short, it's here that Biscotte tinkers with his inventions and works on his plans to get rid of the Bitkiz!

DIRECTOR'S NOTE

The universe of the series is based on the juxtaposition between the lively and natural Bitkiz plants and Biscotte, the uptight dog, obsessed with technology. On the one hand we have our three sap-sodden heroes, stuck in their boring greenhouse, while in front of them there is the largest playground in the world. And opposite them, an uptight dog obsessed with order, who is desperate to prove himself. The confrontation between the two sides obviously creates sparks! The idea is to bring each episode to a crescendo, increasing the pace to climax.

Regarding the plants, the interest is also in playing with the properties of the plants and their characters. As a result, in the Bitkiz family there are innocent young buds, rigid bamboos, aggressive carnivores, medicinal altruists, invasive ivies, lucky clovers, laid back chamomiles and ancient, indestructible and cantankerous plants. In short, the personality of each character will be adapted to his or her plant species.

As for Biscotte, the interest will be in playing on the ambivalence between his cerebral side - planning everything and inventing all sorts of stratagems - and the animal instincts that he tries to repress. Despite the efforts he makes to use his grey matter, as soon as his plans start to go awry, his canine side comes bounding back and makes the situation worse.

The *Sunny Day Mall* will also be important. The advantage of placing the action in a Mall is that it can be arranged as we see fit by adding a store or wing depending on the episode. In addition, the mall will follow the seasons, as illustrated by the decorations and new items that will spice up the daily life of the inhabitants of Sunny Day. And being an infinite labyrinth of corridors and alleys, it paves the way for some great chase sequences.



EPISODE MECHANICS

THE BITKIZ is a cartoon comedy series for 4-8 year olds in the same vein as standards such as *Mickey Shorts*, *Taffy*, *Titi and Grosminet* or *Bip Bip and Coyote*.

Les épisodes de 7 min démarrent tous de la même manière. Au Wild Wide Garden, les Bitkiz préparent l'activité du jour, d'où découle leur objectif qui peut aller du petit problème quotidien (redonner le sourire à Mia qui est déprimée) aux idées les plus farfelues, comme jouer les astronautes en marchant sur la boule disco tout en haut du Mall. En parallèle, Biscotte a concocté un nouveau stratagème techno-machiavélique pour les capturer et les envoyer dans le désert : aimant à plantes, smartphone hypnotisant, abeilles drones, robot-plante télécommandé. S'en suit un duel, une course poursuite, ou un enchaînement slapstick en trois temps qui envenime la situation et débouche sur la résolution : les Bitkiz gagnent, Biscotte perd...

A FEW PITCHES



Pilot: SUNNY DAY WESTERN

As the daily yoga class begins at the Wild Wide Garden, the owner of the mall is doing the rounds of the premises with the security guard and Biscotte, who have just been recruited. MIA, PETE and AL are bored to death and soon slip off to the mall to play Cowboys and Indians near the new Tipi... Taking their usual route, they come across a large wooden barricade: «DO NOT PASS». Bizarre. They finally find another way through, but the atmosphere is not the same as usual. It's silent, too quiet. Suddenly, Biscotte leaps out in front of them and captures them with the help of his hyper-elastic lasso. The Bitkiz can be sure of one thing; the new sheriff is not their friend!

Like all good Native Americans, the three friends use their environment to escape. But they are out of breath. On the verge of being caught, the Bitkiz understand that Biscotte has a weakness: his passion for cheese crackers... While still having fun, they craftily make sure that Biscotte finds himself caught up in his own lasso! Dressed in feather headdresses, they celebrate this victory by dancing and singing around their catch until the early morning...

NIGHTMARE IN THE KITCHEN

It's Spring Festival in the Wild Wide Garden. To win the Cooking Contest Prize, the Bitkiz make the world's largest compost pizza in the mall's show kitchen. At the same time, Biscotte finishes making a smartphone that can hypnotise anyone who isn't wearing wear his anti-ultrasound headphones. While following the recipe, the Bitkiz take Biscotte for the chef and, hypnotized, follow his orders to the letter. On the brink of being thrown into the desert, everything goes wrong for Biscotte when he loses his helmet and also become hypnotised.

SANTA XMAS TREE

Today is Christmas. A giant tree has just been installed in the mall's main gallery. Instead of a pot, the tree is dressed in a mountain of gifts that the Bitkiz have a great time opening one by one... Suddenly, the big tree wakes up and flies into a terrible rage upon discovering that it's naked. Like Santa's elves, the Bitkiz and Biscotte are forced to team up to re-construct Santa Xmas Tree's beautiful dress.

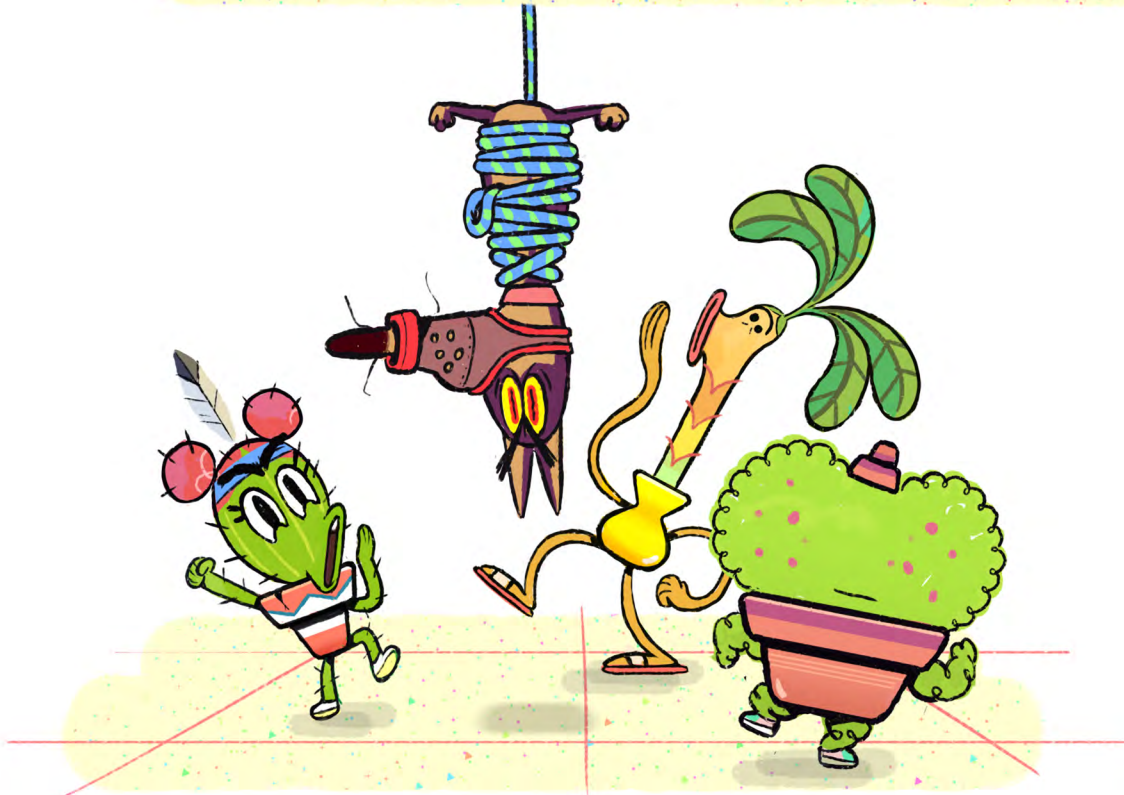
FAMILY MEALS

The Bitkiz have formed a band and are giving their first performance on the main stage of the mall just as Biscotte's family comes to visit him. To make his family believe that he is in total command and to get his father's recognition, Biscotte makes a robot double of himself, which is supposed to silence the three budding rockers. Unfortunately for him, Pete soon learns how to control the robot. It's perfect! They needed a drummer!

DAYS OF HEAVEN

While the Bitkiz are sunbathing at the pool, maybe to get their first bud, Biscotte replaces their sunscreen with a super grass-hopper attracting product. Within minutes, Mia, Pete and Al find themselves covered with itchy grasshoppers – and, unable to see, start rushing around in all directions! Mia accidentally kicks the product, which falls into the pool, spreads and attracts even more grasshoppers. The prank turns into a natural disaster. Biscotte is forced to intervene!

SOME NEW DESIGN



Hogan's

Limited
EDITION

Limited
EDITION





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nationalité suisse - italienne

■ ■ ■ FORMATION

2009 Diplôme avec mention de Dessinateur-Concepteur option Illustration (titre homologué de niveau II) de l'école Emile Cohl de Lyon.

2005 Baccalauréat Littéraire option Art plastique.

■ ■ ■ COMPÉTANCES

Langues : Anglais bon niveau

Informatique : Photoshop, After effect, Toonboom , Harmony

Autres : Peinture et techniques de dessins traditionnelles.

■ ■ ■ EXPÉRIENCE

2017 Storyboarder long métrage sur «Astérix 2» chez Mikros
Storyboarder sur la série «TAFFY» chez Cyber Group Studios
Storyboarder sur projet de série «Sardine de l'espace» chez Toon Factory

2016 Réalisateur projet série «Blake» chez Brunch
Réalisateur projet série «Bitkiz» chez Dandelooo

2014 Réalisateur PUB à chez Eddy,
Réalisateur Pub à Supamonks,
Développement Artistique à Black Lab
Développement Artistique à Dandelooo

2013 Chef animateur sur la partie 3D du long métrage OGGY et les cafards.

2012 Co-réalisateur , Lead Storyboard, monteur sur la série «Kaeloo» saison 2, chez Cube Creative

2010 Co-réalisateur, storyboarder, monteur sur la série «Kaeloo», chez Cube Creative.

2009 Réalisation d' Operatatata, court métrage d'animation 5'15

■ ■ ■ DISTINCTIONS

Kidscreen awards de la meilleure série d'animation pour Kaeloo.

Prix du Public au Pisaf, festival d'animation, pour «Operatatata».



YANI OUABDESSELAM

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PROFIL

Artiste autodidacte ayant suivi un parcours universitaire scientifique. Treize années d'expérience professionnelle dans le milieu de l'animation (séries, long métrages, publicités). Spécialisé en écriture, storyboard, montage, animation 2D/3D, supervision. Mon but est de devenir un réalisateur compétent.

EXPERIENCE PROFESSIONNELLE

Actuellement	Chef Storyboard , <i>Zig & Sharko 3</i> (78x7'), Xilam Animation, Paris
Sept 2017 - Mar 2018	Chef Storyboard , <i>Taking Down Taffy</i> (78x7'), Cyber Group Studios, Paris
Mar 2016 - Mai 2017	Storyboarder , <i>Astérix 2</i> (long métrage), Mikros Image, Paris
Nov 2016 - Fev 2017	Storyboarder , <i>Sgt Stubby</i> (long métrage), Mikros Image, Paris
Jui 2016 - Oct 2016	Storyboarder , <i>Trulli Tales</i> (52x13'), Gaumont Animation, Paris
Oct 2014 - Mar 2016	Storyboarder , <i>The Amazing World Of Gumball s4&5</i> (52x11'), CN Londres
Avr 2013 - Aug 2014	Storyboarder , <i>Marcus Level</i> (52x13'), Mondo TV France, Paris
Jan 2013 - Mar 2013	Animateur 3D , <i>Oggy Et Les Cafards the movie</i> , Cube Creative, Paris
Nov 2011 - Juil 2012	Storyboarder & montageur , <i>Kaeloo 2</i> (52x7'), Cube Creative, Paris
Aout 2011 - Nov 2011	Animateur 2D , <i>Tap Petshop</i> (Iphone game), Ghostbot, San Francisco
Nov 2010 - Dec 2010	Animateur 2D , <i>Hero : Facebook Game</i> , Ghostbot, San Francisco
Fev 2010 - Juil 2010	Scénariste , <i>Ovni 2</i> (52x4'), Blue Spirit, Paris
Oct 2009 - Nov 2010	Animateur 3D , <i>Kaeloo 1</i> (52x7'), Sinematik, Bruxelles
Nov 2008 - Mai 2009	Animateur 2D , <i>Le Monde De Pahé</i> (52x7'), Sinematik, Bruxelles
Apr 2009 - Mai 2009	Animateur 2D , <i>Ovni 1</i> (52x4'), Sinematik, Bruxelles
Jan 2008 - Mai 2008	Animateur 2D , <i>Samson & Neon</i> (pilot), Quarte21 Productions, Paris
Nov 2006 - Dec 2007	Chef animation , <i>Blaise Le Blasé</i> (26x22'), Blue Spirit, Angoulême
Aout 2005 - Mai 2006	Animateur 2D , <i>Atomic Betty 2</i> (52x11'), Caribara, Paris

STAGES EN ENTREPRISE

Avr - Juil 2005 **Animation flash, web design, clean de personnages**, Caribara, Paris
Mai - Juin 2003 **Web design**, SchlumbergerSema, Grenoble

ETUDES

2005 **Maitrise, arts et sciences de l'enregistrement**, Université de Marne-la-Vallée, France
2004 **BSC, computing**, Napier University, Edimbourg, UK
2003 **DUT, informatique**, Université Pierre Mendès France, Grenoble, France
2000 **Baccalauréat scientifique**, mention AB, Grenoble, France

+ **Cours du soir** (Anatomie / modèle vivant, perspective, couleur), Grenoble 2001-2002, Paris 2012-2013

ACTIVITES REMUNUREES

2004 **Vendanges**, Beaujolais, France
2002 **Mise en rayon, caisse**, Monoprix, Grenoble, France
2001 **Commis de cuisine**, restaurant La Buffe, Autrans, France

ACTIVITES BENEVOLES

2004-2005 **Graphiste**, Bureau des étudiants, University of Marne-la-Vallée, France
2002-2003 **Vice-président**, Bureau des étudiants, Pierre Mendès France University, Grenoble, France
Été 2001 **Responsable restauration**, Expo Science Internationale 2001, Grenoble, France

LOISIRS

Musique : Trombone Jazz
Sports : Randonnées, snowboard, natation
Voyages : Europe, Afrique du nord, Amérique du nord, Australie, Chine

LANGUES

Français : Langue maternelle
Anglais : Parlé couramment
Allemand : Notions

REFERENCES

Céline Gobinet

Storyboard supervising, Mondo TV France

"J'ai eu le plaisir d'avoir Yani dans l'équipe de storyboard de "Marcus Level" pendant plus d'une année. Il a une bonne approche du scénario qu'il valorise par mise en scène simple, efficace et drôle. De plus, ses épisodes sont bien pensés en termes d'animation et d'optimisation des décors. Il est à l'écoute, s'intéresse à la fabrication des épisodes: c'est vraiment très agréable de travailler avec lui."

Pierrot Jacquet

Head of Productions, Cube Creative Computer Company

"Yani has brought so much to Kaeloo's storyboard team ! He's not the kind of artist who needs everything to be clear or detailed. His force was to always have a lot of ideas, really funny ones. Plus he was always glad to share with his teammates and help them find solutions. He had a very sensitive way to time jokes that made them better and helped us to achieve something more in this second season. When animating, he's still the same guy. Always very creative and contributing to push things further in term of narration. I can only recommend to hire him as i'm often trying to do it myself !"

Roque Ballesteros

Co-Founder/Director at Ghostbot, Inc.

"Yani is an incredibly skilled and professional artist. He has a great sense of traditional animation and sophisticated timing in all the work he produced for Ghostbot. I would hire him again without hesitation."

Kent Reimer

Designer at Nitrogen Studios Canada Inc.

"I had the pleasure of working with Yani in 2005-2006, when I was an overseas animation director in Paris, France. We worked together on season 2 of the Atomic Betty series being done as a co-production between France and Canada. During this time, I was very impressed with Yani's work. He consistently improved and raised the bar of the work being done episode to episode. It was a pleasure to have him on the crew because he has an excellent work ethic and can manage his time and work well without me always looking over his shoulder. At the same time if there were any revisions or changes to any of his scenes he finished them promptly and in a professional manner. I would recommend Yani for any production, I feel he would be a great asset to any team."

Julien DINSE

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juliendinse@yahoo.fr

Né le: 10/11/1983 à Evreux (27)

Expérience professionnelle

- 2018 : scénariste pour Moka (Xilam Animation) – 3 épisodes
- 2018 : scénariste pour Coach Me If You Can (Xilam Animation) – 5 épisodes
- 2017-2018 : scénariste pour Mr Magoo (Xilam Animation) – 13 épisodes
- 2005-2015 : auteur/compositeur/interprète au sein de groupe Khod Breaker.
Plus de 150 concerts en France et en Espagne.
Révélation Hip Hop 2007 du Printemps de Bourges.
- 2008-2015 : réalisation de vidéo-clips musicaux (Opium du Peuple, Didier Wampas, Dirty Fonzy...)
- 2014-2015 : superviseur vidéo du FOMAC (Forum des Musiques Actuelles) (Albi)
- 2014 : atelier vidéo - maison de quartier de Cantepau (Albi).
- 2013-2014 : vidéaste - projet Culture/Santé, (Agence Régionale de Santé et Scène Nationale d'Albi).
- 2012-2015 : réalisation de vidéos promotionnelles (divers festivals et SMAC du Tarn).
- 2011 : ateliers vidéo - maison de quartier de Saint-Juéry. En partenariat avec la Scène Nationale d'Albi.
- 2009-2011 : ateliers vidéo - MJC d'Albi.

Études et diplômes

- 2017 : Conservatoire Européen d'Écriture Audiovisuelle
- 2001 : Baccalauréat Littéraire, option Histoire des Arts

Courts métrages autoproduits

- 2014 : Roland (réalisation, scénario, montage)
- 2012 : Evil Barbecue (scénario)
- 2011 : 2013 (réalisation, scénario, montage)
- 2010 : La Touche (réalisation, scénario, montage)
- 2007 : Sexe, Drogue & Ounga Bounga (réalisation, scénario)

Domaines de compétences

Maîtrise du logiciel de montage vidéo Avid Media Composer, compétence /capacité d'adaptation aux nouveaux outils informatiques

Connaissance des logiciels After Effects, Cubase, Pro Tools, Fruity Loops.

Langues

Français / Anglais (courant) / Espagnol (notion)

Divers

2013 : animateur radio à FMR (Toulouse).

2012 - 2015 : bénévole au sein du festival Pause Guitare (Albi). En charge de l'accueil des artistes internationaux.

2008-2009 : animateur radio à Radio Albigès (Albi).

2006-2013 : bénévolat au sein de l'association Pollux, œuvrant pour le développement des musiques actuelles dans le département du Tarn. En charge de l'accueil des artistes et de la communication.